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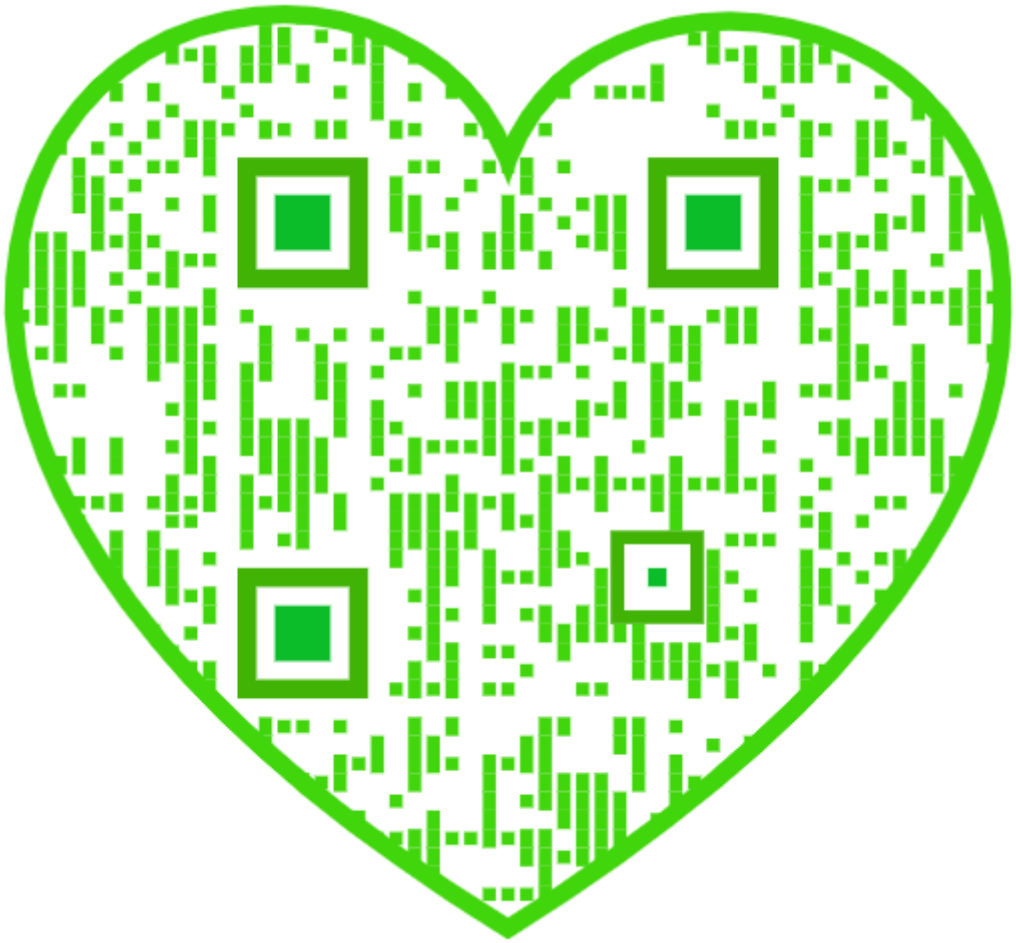

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S. G. Williams.

WHIST MADE EASIER

BY GEO. P. RISHEL

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HORNELLSVILLE, N. Y.:
1895.

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THE TIMES ASSOCIATION,
PRINTERS & BINDERS,
HORNELLSVILLE, N. Y.

INTRODUCTION.

The following pages contain nothing but what is in harmony with the best and latest authorities, to whom the writer is indebted for every principle involved, and in a few instances for the exact language employed.

It is claimed that the title "Whist Made Easier" is fully justified by the results obtained, and that the method of treatment is comprehensive, simple and complete.

The advanced student, who may desire to examine the exhaustive tables and illustrations upon which this treatise is based, is referred to "Modern Scientific Whist," by Hamilton, and the latest edition of "Cavendish."

G. P. R.

January 1, 1895.

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THE MODERN COMBINATION OR SCIENTIFIC GAME OF WHIST,

Which represents the latest thonght of the best players, has been developed by careful analysis and practice into a system which makes it possible to treat two hands as one.

The first and second leads constitute the "opening" of the game, but the first card led often determines the play of the entire hand. If "Whist is a language—and every play an intelligible sentence," an occasional trick won by false play can not compensate for the inevitable distrust of your partner and consequent abandonment of systematic methods. Absolute truthfulness is at all times an important factor in scientific Whist, bnt doubly so in the first and second rounds of yonr own and your partner's suit.

When yonr partner's hand is weak, so very weak that the entire defense rests with you, *false play* may occasionally be justified; but this discovery is seldom made until several rounds have been played, when the play is often useless and sometimes worse.

American leads are based upon mathamatical calculations of the law of chances. In no instance is the chance of winning tricks diminished, but on the other hand, the game is very much strengthened by the system which gives third hand early information in regard to:

First, The natnre of the combination led from;

Second, The number of cards in the suit.

Original leads from plain suits differ from the trnmp lead—*because* winning cards of the former are liable to be trumped the second or third round; when both adversaries' trumps are exhausted, this danger no longer exists, and plain suits should then be led the *same as trumps*, especially if the leader has a card of re-entry, or one or more of the remaining trumps.

When a lower card than ten is led, it is a fourth best, and by subtracting the number of spots upon any fourth best from eleven you can quickly determine the number of cards against it.

Much confusion may be avoided by remembering that there are *exactly ten* exceptions to the *general rule of leading the original fourth best*, and having learned that there are just

2 Ace leads,
2 King leads,
3 Queen leads,
2 Knave leads,
1 Ten lead,

the student finds but little difficulty in remembering *what* they are.

The *first column* in the following arrangement, when read by itself, numbers and briefly describes the ten original leads referred to, and the *second column*, when read in conjnnction with it, gives the *precise* cards and conditions *controlling* second lead, as shown in *third column*.

FIRST HAND.

With the following **TEN** exceptions, lead originally the *fourth best* of a long suit.

ORIGINAL LEAD.	CARDS, ETC., CONTROLLING SECOND LEAD.	SECOND LEAD.
ACE, from—		
1—Ace, four or more, with	King	King
or without King, but not including both King and Queen.		Fourth best
2—Ace, Queen, Knave	Ten	Ten
one other,	lower than Ten	Queen
two or more		Knave
KING, from—		
1—Ace, King	Queen, Knave	Knave
and two others	Queen, small one small ones	Queen Ace
2—King, Queen, and	Knave, Ten	Ten
two others	Knave, small one King winning, King losing	Knave Fourth best Queen
QUEEN, from—		
1—Ace, King, Queen, two others,		Ace
three or more lower than Knave.		King
2—King, Queen, three or more lower than Knave.	Queen winning Queen losing	Fifth best King
3—Queen, Knave, Ten,	Nine,	Nine
one other,	lower than Nine	Knave
two or more		Ten
KNAVE, from—		
1—Ace, King, Queen, Knave one other		Ace
two others		King
three or more		Queen
2—King, Queen, Knave, two others		King
three or more		Queen
TEN, from—		
1—King, Knave, Ten, one other	Ten winning, forcing Ace or Queen	Fourth best King
two or more	Ten winning, forcing Queen.	Fourth best Knave

SYNOPSIS OF ORIGINAL LEADS FROM LONG SUITS.

With the exception of

ACE from—

Ace, Queen, Knave and one small one, Ace is *never* led except from a *suit of five or more.*

King is never led except from a suit of *exactly four cards.*

With the exception of

QUEEN from—

Queen, Knave, Ten and one small one, Queen is *never* led except from a *suit of five or more.*

Knave is never led except from a *suit of five or more.*

The lead of Ten signifies nothing as to the number of cards in the suit.

Nine is never led except from a suit of *exactly four cards.*

There are but *two* Nine leads—

NINE from—

Ace, Queen, Ten, Nine.

Ace, Knave, Ten, Nine.

FORCED LEADS FROM SHORT SUITS.

With the following **FOUR** exceptions, lead originally (when forced to open a numerically weak suit), the HIGHEST, but choose, if possible, one in which you hold a sequence, as Queen, Knave and one other; Knave, Ten, etc.

ORIGINAL LEAD.	CARDS, ETC., CONTROLLING SECOND LEAD.	SECOND LEAD.
KING from—		
1—Ace, King one other	Queen / lower than Queen	Queen / Ace
LOWEST from—		
1—Ace, two others lower than King, but not including *both* Queen and Knave		Ace
2—King, two others lower than Queen	forcing Ace	King
3—Queen, two others lower than Knave.		

Unless you can open a suit from such strength as Ace, King, one other; Ace, Queen, Knave; King, Queen, one other; Queen, Knave, one other, select if possible one that will give partner early information of your weakness. The *long suit combinations* from which Queen, Knave, Ten and Nine are led, usually enables a good partner to judge from his own hand and the fall of the cards—even in the first round, whether such leads are from strength or weakness, and, if from the latter, to infer *exactly four* trumps and three of each of the other suits. To lead originally from a suit of two cards not in sequence is only a little better than to lead a singleton; the chances are of course two to one that you are opening the adversary's suit, and when the lead is from such suits as Ace and a small one, or King and a small one, your partner has the additional disadvantage of being unable to discover your weakness until it is too late.

SECOND HAND.

With the following exceptions, unless you wish to signal for trumps, play originally your lowest card:

PLAY—

1—HIGHEST of a "fourchette."

2—LOWEST OF ANY HEAD SEQUENCE OF THREE THAT WILL COVER.

3—LOWEST OF ANY HEAD SEQUENCE OF TWO THAT WILL COVER, WITH ONE OTHER, (except from Ace, King, one other.)

4—LOWEST OF ANY INTERMEDIATE SEQUENCE THAT WILL COVER (except Knave, Ten; or Ten, Nine, sequence.)

5—EIGHT—whenever it is third best, except from King, Queen, Eight, (if Seven is led.) See 14.

6—ANY SECOND BEST of a three suit that will cover, if Eight is led, (except from Ace, King, and one other.)

ACE from—

7—Ace and six or more.

8—Ace and others—if King, Queen or Knave is led.

KING from—

9—Ace, King, *two or more* lower than Queen.

10—King and *one or two* others—if Queen is led.

11—King and *one other*—if Eight or Nine is led.

QUEEN from—

12—Ace, Queen and *three or more*—if weak in trumps.

13—Ace, Queen, Ten and one or more.

14—King, Queen and one or more.

15—Queen, Ten or more—if Knave is led.

16—Queen and one or two others—if Knave is led.

17—Queen and one other—if Ten or Nine is led.

KNAVE from—

18—Knave and one or two others—if Nine is led.

TEN from—

19—Ace, Queen, Ten only.

20—Ten and one small one—if Eight or Nine is led.

The rules governing the play second hand, in the first round, are as definite as those pertaining to original leads, but with this distinctive difference, that the card led *usually* conveys information which must be taken into account. It should be remembered that all *general rules* such as "second hand low," "lowest of an intermediate sequence," etc., must give way to the more *precise* instructions relative to certain specified leads. Given, for instance, the play of King from King and a small one, to an original lead of Nine, which, if from strength *must* be from either Ace, Queen, Ten, Nine, or Ace, Knave, Ten, Nine; the play of King saves a trick.

THIRD HAND.

With the following exceptions play your highest card :

FIRST ROUND.	SECOND ROUND.
QUEEN from—	
1—Ace, Queen with or without others	Ace
THIRD BEST from—	
*2—Any *four* card suit—if Ace, Queen, Knave, Ten or Nine is led.	Second Best
3—LOWEST OF A HEAD SEQUENCE OR ANY INTERMEDIATE SEQUENCE HEADED BY QUEEN.	
LOWEST from—	
†4—Any long suit headed by either Queen or Knave, and containing *two* higher cards than Eight—if Eight is led ; *three* higher cards than Seven—if Seven is led : *four* higher cards than Six—if Six is led :	
5—Ace, King and one or more—if Knave is led.	

General rules are at all times subject to those of a specific character, and *all rules* to information acquired during the progress of the hand.

UNBLOCKING.

Unblocking is simply a systematic method of getting rid of the command of your partner's long suit, and at the same time enables him to place and count the cards.

From a suit of exactly four cards, third hand should play *third best* to partner's original lead of either Ace, Queen, Knave, Ten or Nine, and to second lead, *second best.*

In returning the suit, lead the highest ; a very important exception to the "general rule" of returning the lowest of a long suit.

*See "unblocking."

†A careful analysis of the ten possible combinations from which Eight is led as a fourth best demonstrates the absurdity of covering; there being but one card against it, and that one, either the Ace or King.

MANAGEMENT OF TRUMPS.

FIRST HAND.

When a trump is *not* turned, as in "Duplicate Whist," lead, with the following **FOUR** exceptions, as in plain suits:

FOURTH BEST from—

1—Ace and five others, or less, but not including *both* King and Queen, or *both* Queen and Knave.

2—King, Queen and four others or less,—lower than Ten.

ACE from—

3—Ace, King with or without one other.

KNAVE from—

4—Knave, Ten, Nine one or more.

When a trump *is* turned, the following additional exceptions must be made, and you then lead

ACE from—

Ace, Knave, Ten, Nine or more—if Queen is turned up to the left.

QUEEN from—

Ace, Queen, Ten and others—if Knave is turned up to the right.

Queen, Knave, Nine and others—if Ten is turned up to the right.

KNAVE from—

King, Knave and others—if Ten is turned up to the right.

Knave, Ten, Eight and others—if Nine is turned up to the right.

SECOND HAND.

With the following exceptions play as in plain suits:

TEN From—

Ace, Queen, Ten and one or more.

Ace, Knave, Ten and one or more.

LOWEST from—

Ace, King and one or more, not including Queen.

King, Queen and others.

HIGHEST from—

King, one other.

Queen, one other.

Knave, one other.

In the second round of trumps you do not always play the master card.

THIRD HAND.

Finesse more deeply in Trumps than in plain suits, but NOT IN THE FIRST ROUND TO YOUR PARTNER'S LEAD.

WHEN TO PLAY TRUMPS.

Lead trumps when you have five or more. The original lead of trumps should have for its *chief object* the establishment of your own or partner's long suit, and is relatively important in proportion to your strength in plain suits: it must therefore follow that with a weak suit hand, and only five small trumps, the advantage of a trump lead must depend upon your partner's strength; the chances are, however, that he holds at least one good suit, which your trumps may help to establish, and you thus avoid the positive *disadvantage* of opening a weak suit, and the unfortunate but inevitable inference of partner that you do not hold more than four trumps.

Lead trumps from four, including two honors, when you have one good suit, and the other two are well protected.

Lead trumps from any number when you have great commanding strength in all the plain suits.

Lead trumps to stop a cross ruff.

Lead trumps when you can draw two for one.

A late lead of trumps is usually made from less strength than would justify an original lead, but is based upon information derived from previous play, and unless *obviously* "forced," is entitled to the same consideration from your partner.

Signal for trumps when you hold five or more, including an honor, especially if you have a long suit to establish, or if from previous play you can infer strength in partner's hand. The call is made by playing an UNNECESSARILY high card followed by a lower one, but *conventional play second or third hand should not be mistaken for a signal.* (See pages 8 and 9.)

Echo (signal) *to your partner's call* or *lead of trumps* when you hold four or more, unless evident or probable loss of a trick will follow the sacrifice required to return the call.

Trump a doubtful trick when you hold *less* than four trumps and *refuse* to trump when you have four or more.

A doubtful trick is one which your partner *may* be able to win, and a trump from you will indicate weakness, while a *refusal* will inform him that you hold at least four trumps or none, and your *discard* will at the same time direct him to your strong suit.

Do not force your partner unless you have four trumps. If you have but three he alone can prevent the adversary from exhausting trumps, and the loss of one may make that impossible.

Discard from your weakest suit, but do not unguard an honor except for the purpose of directing partner to your strong suit, and then only when strength of trumps is on your side.

When trumps are declared against you, discard from your best protected suit. A defensive game being indicated, it would be poor policy to sacrifice a suit in which you are weak and the adversaries strong, in order to retain the original strength of one you can not hope to establish.

A good partner will be sure to note your first discard, which usually denotes weakness, and will understand the circumstances under which it becomes a *positive declaration of strength.*

CONVENTIONAL PLAY.

The "conversation of the game" is a result of systematic conventional play, and enables two partners who understand Whist language to combine their forces.

The entire strength of the Combination game depends upon the accuracy with which information can be imparted, absolute faith in the reliability and truthfulness of partner, and the harmonious treatment of two hands as one.

The maintenance of these conditions are at all times essential, but the so called "iron rules" have sufficient elasticity to provide for *every emergency*. There is but little room for *individual* opinion regarding *original play*, whether from first, second, third or fourth hand, mathematicians and experts having settled these things, *according to the law of chances*, and with the view of conveying the greatest amount of information; but knowledge acquired by previous play is almost from the first a potent factor, and must necessarily govern and control, to be in strict conformity with the very rules which careless or unskillful interpreters insist are not in harmony.

Irregular ploy is often unavoidable, but should always be *conventionally* irregular, and therefore informatory.

There is indeed no place in the system for any kind of play that will deceive partner, but on the contrary, when in doubt, select the one most likely to be understood by him.

Having learned the art of *conveying* information, the student should acquire the *habit* of carefully scrutinizing each play with a view of *receiving* and analyzing what *others* have to tell. Your own hand, together with the fall of the cards in the first round, will *usually* enable you to judge whether the lead is from strength or weakness, and the second round will aid you in determining the exact combination and the number of cards in the suit.

Familiarity with Conventional play, second and third hand, coupled with close observation, converts every play into an "intelligible sentence" which is easily read and understood.

WHIST PERCEPTION.

Information derived not so much from what *has* as from what has *not* been played, forms no small part of the evidence upon which a skillful player is able to count and place the cards, and although negative in character, often becomes as important as the positive declarations resulting from authorized play, and a justification of that which might otherwise appear irregular.

THE LAST FEW ROUNDS.

The play in the last few rounds resembles a game of "double dummy," inasmuch as the location and size of most of the remaining cards are known; Conventional play may therefore be almost if not entirely abandoned, and you will then have to consider—

FIRST—*The number and location of remaining trumps*, and their influence in determining the necessity for promptly playing winning cards while the adversary can follow suit.

SECOND—*The proper discard*—sometimes throwing away a winning card of a suit which will certainly *not be led to you*, to protect one of inferior rank which may thus take a trick.

THIRD—*Placing the lead*, so that the adversary is forced to lead up to the stronger hand.

GENERAL REMARKS.

Return your partner's trump lead at the *first opportunity*, but with even moderate strength in plain suits *lead your own strong suit before returning his.* Failure to do this will be considered by him as indicative of weakness in the other suits and his play will be regulated accordingly.

Force a strong hand of the adversary. If trumps are against you, high cards will not win tricks, unless the strong trump hand of your opponent can follow suit, and you can make no better use of them than to prevent him from continuing the trump lead and establishing his own suit. Avoid continuing a suit which both adversaries renounce, as it enables the weak hand to win the trick and the strong to discard a *losing card.*

Avoid changing suits without good and sufficient reasons. Because your partner is weak in the first suit led by you, is rarely a sufficient reason for changing the lead. You may be justified in opening a new suit, if you have reason to suspect a trump from a hand you do not want to force, or, if with *two* moderately strong suits, you find your partner weak in the first: but having a weak hand, if you can not win tricks yourself, you should at least give him the advantage of having a suit in which he may be only moderately strong led up to, rather than through him.

Avoid leading the adversary's suit. Unless you have *great commanding strength* in a suit led by your adversary, it is seldom good play to return it; by leading the master card you lose not only the command, but that which may prove to be of even greater importance, a card of re-entry. Having won the first round in your partner's suit cheaply, or if you have a very weak hand, with no indication of your partner's strength, or if both your own and your partner's suit are liable to be trumped by a hand you do not want to force, lead *through* but not up to an adversary.

Establish your own suit and prevent the adversary from establishing his. When established, the remaining cards of a suit have a value which does not intrinsically belong to them, an advantage of such importance as to make it the principal object of the game. To gain this advantage for yourself or partner, or, failing in this, to prevent your opponents from bringing in their suit, is scientific Whist. GET RID, therefore, of the *command of your partner's suit, and keep the command of the adversary's suit.* If you hold the master card, or the second *and* third best in a suit originally led by your partner, return the highest, otherwise the *lowest* of an original *four*, and the *highest* of a *three* suit.

Your partner is presumably strong in the suit selected by him, and having originally but three, you contribute to its ultimate establishment, and afford *valuable information* by returning the highest. The hand may be ruined and the game lost by telling your partner (through improper play) that you hold four when in fact you hold but three of the suit. Thus with 6, 5, remaining cards after first round, the return of the 5 would be a Whist atrocity.

Play the master card in the second round of a plain suit from either first, second or third hand. If the master card heads a sequence, the proper play from second or third hand, is the lowest of the sequence, but the lead from first hand depends upon the number of cards in the suit. (see page 6.)

MAXIMS.

Uniformity and simplicity impart strength to a rule.

Keep at least one of your partner's strong suit to return to him.

Do not always discard a singleton.

It is dangerous to unguard an honor or blank an Ace.

Do not lead a thirteenth.

Do not mistake an original lead for a forced one.

Do not fail to note when a discard is forced.

Trumping a doubtful trick tells partner you hold three trumps or less.

Refusing to trump a doubtful trick tells partner you hold at least four trumps or none.

Lead trumps when you have *exactly* four, and three of each of the plain suits, unless you can open a three suit of commanding strength, or lead a strengthening and *informatory* card from a suit in which you hold a sequence.

A signal is *not* made by second hand "covering," unless it can be inferred that the card played is *unnecessarily* high.

The lead is forced when you hold "fourchette" to the lead of any higher card than Eight.

All rules are subject to the fall of the cards.

Your first discard is almost as important as your first lead.

Observe where the strength of each suit lies.

Avoid unnecessary delay, but *never hurry.*

Never pass a winning card or change suits without being able to give a good reason.

To discard the master card is to inform partner you have control, and the discard of the second best, that you have no more.

Do not finesse when your right hand adversary does not follow suit.

Having won the first trick in partner's suit cheaply, be cautious about returning it, as the strength *must* be between him and your right hand adversary.

Do not fail to observe the card played by your left hand adversary, third hand.

If your partner leads a thirteenth card, he is either strong in trumps, and wants your best trump, or being weak, expects fourth hand to trump and lead up to you.

There are some cases when nothing but a trump lead can save the game.

Knowledge of principles, not memory, makes the player.

TECHNICAL TERMS.

CALL—To ask for trumps.

CARD OF RE-ENTRY—One that will secure the lead.

COMMAND—The ability to take every trick in the suit.

CONVENTIONAL—Recognized order of play.

COURT CARDS—Ace, King, Queen and Knave.

COVER—To play a card higher than the one led.

COUP—A strategic stroke.

CROSS-RUFF—Partner's trumping each a suit, and leading to each other for that purpose.

DISCARD—Card played when you can not follow suit and do not trump.

DOUBLE DUMMY—A game of Whist by two players, each having an exposed hand.

ECHO—Asking for trumps in response to partner's call.

ESTABLISH—To gain complete control.

ELDEST HAND—The player to the left of the dealer.

FINESSE—An endeavor to win a trick with a lower card, when you hold a higher not in sequence with it.

FORCE—Leading a card that an opponent must trump to win.

FOURCHETTE—Card next higher and next lower than the one led.

FALSE CARD—An unconventional play for the purpose of deceiving opponents.

FOURTH BEST—Fourth card as to rank, counting from and including the highest.

FIRST HAND—The leader.

HONORS—Ace, King, Queen and Knave of trumps.

HOLDING UP—Refusing to take a trick.

LONG SUIT—A suit of four or more.

LEADING THROUGH—Leading the left hand adversary's suit.

LEADING UP TO—Leading the right hand adversary's suit.

LOSING CARD—One that may not take a trick.

MASTER CARD—Highest in play.

PLAIN SUIT—A suit not trumps.

POINTS—Each trick in excess of six.

QUART—Four cards in sequence.

QUART MAJOR—Ace, King, Queen, Knave of any suit.

REVOKE—Playing a card of another suit when holding one or more of the suit led.

ROUND—The four cards played constituting one trick.

RUFFING—Trumping.

RE-ENTRY—Securing the lead.

SEQUENCE—Two or more cards in regular order as to rank.

SIGNAL—To ask for trumps.

SINGLETON—One card only in a suit.

SHORT SUIT—A suit of three cards or less.

SECOND HAND—The hand to the left of the leader.

SINGLE DISCARD CALL—The discard of eight or higher card of a suit not yet in play, is a request for trumps.

STRENGTHENING CARD—A medium high card led to partner's supposed suit.

THIAN HAND—The leader's partner.

THROWING THE LEAD—Purposely playing a losing card, that you may not remain in the lead.

TIERCE—Sequence of three cards.

TRICK—The four cards constituting one round.

TRUMPS—All the cards of the same suit as the card turned by the dealer.

TENACE MAJOR—Best and third best.

TENACE MINOR—Second and fourth best.

UNDERPLAY—Refusing to take a trick.

YARBOROUGH—A hand in which all the cards are smaller than the Ten.

THE LAWS OF WHIST,

AS REVISED AND ADOPTED AT THE

FOURTH AMERICAN WHIST CONGRESS,

Philadelphia, May 22 to 26, 1894.

THE GAME.

1. A game consists of seven points, each trick above six counting one. The value of the game is determined by deducting the losers' score from seven.

FORMING THE TABLE.

2. Those first in the room have the preference. If, by reason of two or more arriving at the same time, more than four assemble, the preference among the last comers is determined by cutting, a lower cut giving the preference over all cutting higher. A complete table consists of six; the four having the preference play. Partners are determined by cutting; the highest two play against the lowest two; the lowest deals and has the choice of seats and cards.

3. If two players cut intermediate cards of equal value, they cut again; the lower of the new cut plays with the original lowest.

4. If three players cut cards of equal value, they cut again. If the fourth has cut the highest card, the lowest two of the new cut are partners and the lowest deals. If the fourth has cut the lowest card, he deals and the highest two of the new cut are partners.

5. At the end of a game, if there are more than four belonging to the table, a sufficient number of the players retire to admit those awaiting their turn to play. In determining which players remain in, those who have played a less number of consecutive games have the preference over all who have played a greater number; between two or more who have played an equal number, the preference is determined by cutting, a lower cut giving the preference over all cutting higher.

6. To entitle one to enter a table, he must declare his intention to do so before any one of the players has cut for the purpose of commencing a new game or of cutting out.

CUTTING.

7. In cutting, the ace is the lowest card. All must cut from the same pack. If a player exposes more than one card, he must cut again. Drawing cards from the outspread pack may be resorted to in place of cutting.

SHUFFLING.

8. Before every deal, the cards must be shuffled. When two packs are used, the dealer's partner must collect and shuffle the cards for the ensuing deal and place them at his right hand. In all cases the dealer may shuffle last.

9. A pack must not be shuffled during the play of a hand, nor so as to expose the face of any card.

CUTTING TO THE DEALER.

10. The dealer must present the pack to his right hand adversary to be cut: the adversary must take a portion from the top of the pack and place it towards the dealer; at least four cards must be left in each packet; the dealer must reunite the packets by placing the one not removed in cutting upon the other.

11. If, in cutting or reuniting the separate packets, a card is exposed, the pack must be reshuffled by the dealer and cut again; if there is any confusion of the cards or doubt as to the place where the pack was separated, there must be a new cut.

12. If the dealer reshuffles the pack after it has been properly cut, he loses his deal.

DEALING.

13. When the pack has been properly cut and reunited, the dealer must distribute the cards, one at a time, to each player in regular rotation, beginning at his left. The last, which is the trump card, must be turned up before the dealer. At the end of the hand or when the deal is lost, the deal passes to the player next to the dealer on his left, and so on to each in turn.

14. There must be a new deal by the same dealer:—

I. If any card except the last is faced in the pack.

II. If, during the deal or during the play of the hand, the pack is proved incorrect or imperfect; but any prior score made with that pack shall stand.

15. If, during the deal, a card is exposed, the side not in fault may demand a new deal, provided neither of that side has touched a card. If a new deal does not take place, the exposed card is not liable to be called.

16. Any one dealing out of turn or with his adversaries' pack may be stopped before the trump card is turned, after which, the deal is valid and the packs, if changed. so remain.

MISDEALING.

17. It is a misdeal:—

I. If the dealer omits to have the pack cut and his adversaries discover the error before the trump card is turned and before looking at any of the cards.

II. If he deals a card incorrectly and fails to correct the error before dealing another.

III. If he counts the cards on the table or in the remainder of the pack.

IV. If, having a perfect pack, he does not deal to each player the proper number of cards and the error is discovered before all have played to the first trick.

V. If he looks at the trump card before the deal is completed.

VI. If he places the trump card face downwards upon his own or any other player's cards.

A misdeal loses the deal, unless, during the deal, either of the adversaries touches a card or in any other manner interrupts the dealer.

THE TRUMP CARD.

18. The dealer must leave the trump card face upwards on the table until it is his turn to play to the first trick; if it is left on the table until after the second trick has been turned and quitted, it is liable to be called. After it has been lawfully taken up, it must not be named and any player naming it is liable to have his highest or lowest trump called by either adversary. A player may, however, ask what the trump suit is.

IRREGULARITIES IN THE HANDS.

19. If, at any time after all have played to the first trick, the pack being perfect, a player is found to have either more or less than his correct number of cards and his adversaries have their right number, the latter, upon the discovery of such surplus or deficiency, may consult and shall have the choice:—

I. To have a new deal; or

II. To have the hand played out, in which case the surplus or missing card or cards are not taken into account.

If either of the adversaries also has more or less than his correct number, there must be a new deal.

If any player has a surplus card by reason of an omission to play to a trick his adversaries can exercise the foregoing privileges only after he has played to the trick following the one in which such omission occurred.

CARDS LIABLE TO BE CALLED.

20. The following cards are liable to be called by either adversary:—

I. Every card faced upon the table otherwise than in the regular course of play, but not including a card led out of turn.

II. Every card thrown with the one led or played to the current trick. The player must indicate the one led or played.

III. Every card so held by a player that his partner sees any portion of its face.

IV. All the cards in a hand lowered or shown by a player so that his partner sees more than one card of it.

V. Every card named by the player holding it.

21. All cards liable to be called must be placed and left face upwards on the table. A player must lead or play them when they are called, provided he can do so without revoking. The call may be repeated at each trick until the card is played. A player cannot be prevented from leading or playing a card liable to be called; if he can get rid of it in the course of play, no penalty remains.

22. If a player leads a card better than any his adversaries hold of the suit, and then leads one or more other cards without waiting for his partner to play, the latter may be called upon by either adversary to take the first trick, and the other cards thus improperly played are liable to be called, it makes no difference whether he plays them one after the other, or throws them all on the table together, after the first card is played, the others are liable to be called.

23. A player having a card liable to be called must not play another until the adversaries have stated whether or not they wish to call the card liable to the penalty. If he plays another card without awaiting the decision of the adversaries, such other card also is liable to be called.

LEADING OUT OF TURN.

24. If any player leads out of turn, a suit may be called from him or his partner the first time it is the turn of either of them to lead. The penalty can be enforced only by the adversary on the right of the player from whom a suit can lawfully be called.

If a player, so called on to lead a suit, has none of it, or if all have played to the false lead, no penalty can be enforced. If all have not played to the trick, the cards erroneously played to such false lead are not liable to be called and must be taken back.

PLAYING OUT OF TURN.

25. If the third hand plays before the second, the fourth hand also may play before the second.

26. If the third hand has not played, and the fourth hand plays before the second, the latter may be called upon by the third hand to play his highest or lowest card of the suit led or, if he has none, to trump or not to trump the trick.

ABANDONED HANDS.

27. If all four players throw their cards on the table, face upwards, no further play of that hand is permitted. The result of the hand, as then claimed or admitted, is established, provided that, if a revoke is discovered, the revoke penalty attaches.

REVOKING.

28. A revoke is a renounce in error not corrected in time. A player renounces in error, when, holding one or more cards of the suit led, he plays a card of a different suit.

A renounce in error may be corrected by the player making it, before the trick in which it occurs has been turned and quitted, unless either he or his partner, whether in his right turn or otherwise, has led or played to the following trick, or unless his partner has asked whether or not he has any of the suit renounced.

29. If a player corrects his mistake in time to save a revoke, the card improperly played by him is liable to be called; any player or players, who have played after him, may withdraw their cards and substitute others: the cards so withdrawn are not liable to be called.

30. The penalty for revoking is the transfer of two tricks from the revoking side to their adversaries; it can be enforced for as many revokes as occur during the hand. The revoking side can not win the game in that hand; if both sides revoke, neither can win the game in that hand.

31. The revoking player and his partner may require the hand, in which the revoke has been made, to be played out, and score all points made by them up to the score of six.

32. At the end of a hand, the claimants of a revoke may search all the

tricks. If the cards have been mixed, the claim may be urged and proved, if possible; but no proof is necessary and the revoke is established, if, after it has been claimed, the accused player or his partner mixes the cards before they have been examined to the satisfaction of the adversaries.

33. The revoke can be claimed at any time before the cards have been presented and cut for the following deal, but not thereafter.

MISCELLANEOUS.

34. Any one, during the play of a trick and before the cards have been touched for the purpose of gathering them together, may demand that the players draw their cards.

35. If any one, prior to his partner playing, calls attention in any manner to the trick or to the score, the adversary last to play to the trick may require the offender's partner to play his highest or lowest of the suit led or, if he has none, to trump or not to trump the trick.

36. If any player says "I can win the rest," "The rest are ours," "We have the game," or words to that effect, his partner's cards must be laid upon the table and are liable to be called.

37. When a trick has been turned and quitted, it must not again be seen until after the hand has been played. A violation of this law subjects the offender's side to the same penalty as in case of a lead out of turn.

38. If a player is lawfully called upon to play the highest or lowest of a suit, or to trump or not to trump a trick, or to lead a suit, and unnecessarily fails to comply, he is liable to the same penalty as if he had revoked.

39. In all cases where a penalty has been incurred, the offender must await the decision of the adversaries. If either of them, with or without his partner's consent, demands a penalty, to which they are entitled, such decision is final. If the wrong adversary demands a penalty or a wrong penalty is demanded, none can be enforced.

ETIQUETTE OF WHIST.

The following rules belong to the established code of whist etiquette. They are formulated with a view to discourage and repress certain improprieties of conduct, therein pointed out, which are not reached by the laws. The courtesy which marks the intercourse of gentlemen will regulate other more obvious cases.

I. No conversation should be indulged in during the play except such as is allowed by the laws of the game.

II. No player should in any manner whatsoever give any intimation as to the state of his hand or of the game, or of approval or disapproval of a play.

III. No player should lead until the preceding trick is turned and quitted.

IV. No player should, after having led a winning card, draw a card from his hand for another lead until his partner has played to the current trick.

V. No player should play a card in any manner so as to call particular attention to it, nor should he demand that the cards be placed in order to attract the attention of his partner.

VI. No player should purposely incur a penalty because he is willing to pay it, nor should he make a second revoke in order to conceal one previously made.

VII. No player should take advantage of information imparted by his partner through a breach of etiquette.

VIII. No player should object to referring a disputed question of fact to a bystander who professes himself uninterested in the result of the game and able to decide the question.

IX. Bystanders should not in any manner call attention to or give any intimation concerning the play or the state of the game, during the play of a hand. They should not look over the hand of a player without his permission ; nor should they walk around the table to look at the different hands.

THE LAWS OF DUPLICATE WHIST,

AS ADOPTED BY THE FOURTH AMERICAN WHIST CONGRESS, HELD AT PHILADELPHIA, MAY 22–26, 1894.

Duplicate Whist is governed by the laws of Whist, except in so far as they are modified by the following Special Laws:

(*a*) A game or match consists of any agreed number of deals, each of which is played once only by each player.

The contesting teams must be of the same number, but may each consist of any agreed number of pairs, one-half of which, or as near thereto as possible, sit north and south, the other half east and west.

Every trick taken is scored, and the match is determined by a comparison of the aggregate scores won by the competing teams. In case the teams consist of an odd number of pairs, each team, in making up such aggregate, adds, as though won by it, the average score of all the pairs seated in the positions opposite to its odd pair.

Each side keeps its own score, and it is the duty of the north and south players at each table to compare the scores there made and see that they correspond. In case they fail to perform this duty, the east and west scores are taken as correct, and the north and south scores made to correspond thereto.

In a match between two teams, the team which wins a majority of all the tricks, scores the match as won by that number of tricks which it has taken in excess of one-half the total.

In a match between more than two teams, each team wins or loses, as the case may be, by the number of tricks which its aggregate score exceeds or falls short of the average score of all the competing teams.

In taking averages, fractions are disregarded and the nearest whole number taken, one-half counting as a whole, unless it is necessary to take the fraction into account to avoid a tie, in which case the match is scored as won by "the fraction of a trick."

FORMING THE TABLE.

(*b*) Tables may be formed by cutting or by agreement.

In two-table duplicate, if the tables are formed by cutting, the four having the preference play at one table, and the next four at the other. The highest two at one table are partners with the lowest two at the other. The highest two at each table sit north and south; the lowest two east and west.

DEALING AND MISDEALING.

(*c*) The deal is never lost; in case of a misdeal, or of the exposure of a card during the deal, the cards must be redealt by the same player.

THE TRUMP CARD.

(*d*) The trump card must be recorded before the play begins on a slip provided for that purpose. When the deal has been played, the slip on which the trump card has been recorded must be placed by the dealer on the top of his cards, but the trump card must not be again turned until the hands are taken up for the purpose of overplaying them, at which time it must be turned and left face upwards on the table until it is the dealer's turn to play to the first trick. The slip on which the trump card is recorded must be turned face downwards as soon as the trump card is taken up by the dealer.

IRREGULARITIES IN THE HANDS.

(*e*) If a player is found to have either more or less than his correct number of cards, the course to be pursued is determined by the time at which the irregularity is discovered.

I. Where the irregularity is discovered before or during the original play of a hand—there must be a new deal.

II. Where the irregularity is discovered when the hand is taken up for overplay, and before such overplay has begun:—

The hand in which the irregularity is so discovered must be sent back to the table from which it was last received and the error be there rectified.

III. Where such irregularity is not discovered until after the overplay has begun:—

In two-table duplicate there must be a new deal; but, in a game in which the same hands are played at more than two tables, the hands must be rectified

as above, and then passed to the next table without overplay at the table at which the error was discovered, in which case, if a player had a deficiency and his adversary the corresponding surplus, each team takes the average score for that deal, if, however, his partner had the corresponding surplus, his team is given the lowest score made at any table for that deal.

PLAYING THE CARDS.

(*f*) Each player, when it is his turn to play, must place his card face upwards, before him, and towards the center of the table, and allow it to remain upon the table in this position until all have played to the trick, when he must turn it over and place it face downwards, and nearer to himself, placing each successive card, as he turns it, on top of the last card previously turned by him. After he has played his card, and also after he has turned it, he must quit it by removing his hand.

A trick is turned and quitted when all four players have turned and quitted their respective cards.

The cards must be left in the order in which they were played until the scores for the deal are recorded.

(*g*) A revoke may be claimed at any time before the last trick of the deal in which it occurs has been turned and quitted and the scores of that deal recorded, but not thereafter.

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